ADVERTISEMENT

in: Lostverse Canon, Class 1

Level 141: "After the Storm"

Notice: If someone wants to delete this page, just add a rewrite template.

Survival Difficulty: Class 1

- Safe
- Stable
- Minimal Entity Count

Level 141 is the 142nd level of the Backrooms.

Description

I did this...

Level 141 is a huge wasteland, resembling the aftermath of a wind-based disaster. The level takes place in a large town right next to the coast, with the landscape being defoliated, and debris strewn everywhere. Objects have found to be waterlogged up to 5 km (3 mi), meaning that the supposed storm surge managed to reach that inland. The area also has supplies, though they are hard to find and are most likely contaminated, however, Almond Water and canned food are

safe to consume.

Level 141 has corpses of Facelings, adults and childrens alike strewn under rubble or on plain sight. Some Facelings move upon inspection, indicating they're alive. They are mostly docile, however they can be agitated, attacking the wanderer. The level is always windy and cloudy, with severe rain battering the area (alike near the end of a hurricane's passage). The rain consists of 100% Almond Water. The level is found with water at a depth of 5 inches (13 cm). Lighting strikes often, always targeting the place where a wanderer was 1 minute ago, posing a risk to anyone staying in one place for long periods of time.

Level 141 has a tropical climate according to researcher [redacted] from the M.E.G.. The temperature stays between 23 °C (73 °F) and 38 °C (100 °F) year round, and extremes range from 42 °C (108 °F) in the summer, to 18 °C (64 °F) in the winter. The level has many thermometers spread across, mostly within ruined buildings, that shows the current temperature, the materials used to make these thermometers are indestructible, but does not have any anomalous chemical properties.

The starting house is a two-story ruined mansion, with the room the person starting being a ruined bedroom with a destroyed wall, the only exit from the room. **Level 141** is dark, with only the sun being slightly visible through a cloud. Only one person can exist in a version of this level at a time.

In **Level 141** time slows down by more than 20x, hunger and thirst do not exist, and a 5-minute nap is enough to last someone for more than two days. The level has a white ambience, making it seem like that the sky is going to be clear in just a few minutes, however it never occurs. The level does not have a day-night cycle.

Level 141 is observed to possess a extremely open Wi-Fi connection, designated as “It-Will-Comeagain”. Efforts to ascertain the origin have yielded inconclusive results, with the source of the Wi-Fi exhibiting variability each time an approach is made. The range of the connection is approximately 11 km (6 miles). Utilization of Wi-Fi analysis tools reveals that the connection predominantly remains stationary in one area unless approached, accommodating up to 76TB of Wi-Fi, with a restoration cycle of every 10.0 earth days.

Mirages are a significant characteristic of **Level 141**. Amidst the desolate environment, explorers may experience visual anomalies that seemingly alter the barren landscape into a different reality. These are not mere illusions, but are a consequence of the distinct atmospheric conditions within the level. The persistent wind and temperature fluctuations between 23 °C (73 °F) and 38 °C (100 °F) create stratified air layers with different densities. Light rays refract, or deviate from their path, when they transition between these layers, leading to a displacement in the perceived position of objects.

Mirages are a significant characteristic of **Level 141**. Amidst the desolate environment, explorers may experience visual anomalies that seemingly alter the barren landscape into a different reality. These are not mere illusions, but are a consequence of the distinct atmospheric conditions within the level. The persistent wind and temperature fluctuations between 23 °C (73 °F) and 38 °C (100 °F) create stratified air layers with different densities. Light rays refract, or deviate from their path, when they transition between these layers, leading to a displacement in the perceived position of objects.

The level contains various objects, mainly furniture, that exhibit

anomalous properties upon contact. The effects depend on the size and duration of contact with the object. Objects with dimensions ranging from 3 to 6 cm induce acute fatigue and nausea in the subject. These symptoms are transient and can be alleviated by administering 60 ml of Almond Water in half of the cases. Objects with dimensions ranging from 1 to 6 m have a 30% probability (based on statistical analysis) of causing one of the following outcomes in the subject after prolonged contact:

1. Loss of consciousness for 9 minutes, followed by a temporary increase in energy levels for 12 hours.
2. Persistent fatigue and depression, lasting for 3 to 5 days with residual effects.
3. Severe drowsiness and nausea for 12 hours, followed by butterflies in stomach for 24 hours.

Colonies and Outposts

Due to the nature of this level, it is impossible to create a colony or outpost.

Entities

Aside from the Facelings, there are no entities in this level.

Entrances and Exits

Entrances

There are four possible entrances to **Level 141**

- Noclipping through a picture depicting a stormy area will lead here.
- Having a dream about something similar to this level might lead here.
- Noclipping through the window in Level 7 will lead here.
- Entering a house labeled "Storm" in Level 9 will lead here.

Exits

There is only three possible exits out of **Level 141**

- Noclipping through any bed will take you to Level 9.
- Noclipping through a brick wall will take you to Level 143.
- Saying I want to go to the past will take you to Level 336.

<< Level 140 | Level 141 | Level 142 >>

> Open Author & Licensing Information
> Close Author & Licensing Information
Author: Snatcher
Additional Ideas and Co-Author: Plutonium

CATEGORIES

Community content is available under CC-BY-SA unless otherwise noted.

Fandom

EXPLORE PROPERTIES

Fandom

Muthead

Fanatical

FOLLOW US

OVERVIEW

What is Fandom?

About

Careers

Press

Contact

Terms of Use

Privacy Policy

Global Sitemap

Local Sitemap

COMMUNITY

Community Central

Support

Help

Do Not Sell or Share My Personal Information

ADVERTISE

Media Kit

Contact

FANDOM APPS

Take your favorite fandoms with you and never miss a beat.

Backrooms Wiki is a FANDOM Lifestyle Community.

VIEW MOBILE SITE